

IN THE CLAIMS:

1-4. (cancelled)

5. (currently amended) In a computer system having a user interface including a display with a display screen, a multiple-mode window presentation process comprising process actions for:

displaying one or more peripheral graphic user interface (GUI) elements in a first appearance mode having an appearance that is designed to not distract a user from the content of the window when a window displayed on the display screen is maximized, comprising ~~The process of Claim 3, wherein the process action of displaying said one or more peripheral GUI elements so as to have an appearance that is designed to not distract a user from the content of the window, comprises an action of displaying a background of said one or more peripheral GUI elements in a color that reduces the distractive effect of the elements on a user in comparison to the background color employed when displaying these same elements in said a second appearance mode; and~~

displaying one or more of the peripheral GUI elements in the second appearance mode when the window is displayed with a less-than-maximized size within the display screen, wherein the second appearance mode is substantially different from the first appearance mode.

6. (original) The process of Claim 5, wherein said color that reduces the distractive effect of said one or more peripheral GUI elements on the user is black.

7. (currently amended) In a computer system having a user interface including a display with a display screen, a multiple-mode window presentation process comprising process actions for:

displaying one or more peripheral graphic user interface (GUI) elements in a first appearance mode having an appearance that is designed to

not distract a user from the content of the window when a window displayed on the display screen is maximized, comprising~~The process of Claim 3, wherein the process action of displaying said one or more peripheral GUI elements so as to have an appearance that is designed to not distract a user from the content of the window, comprises an action of displaying a peripheral GUI element comprising lettering and/or graphic items with said lettering and/or graphic items in a color that reduces the distractive effect of the element on a user in comparison to the color employed when displaying the same lettering and/or graphic items in said a second appearance mode; and~~

displaying one or more of the peripheral GUI elements in the second appearance mode when the window is displayed with a less-than-maximized size within the display screen, wherein the second appearance mode is substantially different from the first appearance mode.

8. (original) The process of Claim 7, wherein said color of the lettering and/or graphic items that reduces the distractive effect of the peripheral GUI element on the user is white.

9. (currently amended) In a computer system having a user interface including a display with a display screen, a multiple-mode window presentation process comprising process actions for:

displaying one or more peripheral graphic user interface (GUI) elements in a first appearance mode having an appearance that is designed to not distract a user from the content of the window when a window displayed on the display screen is maximized, comprising~~The process of Claim 3, wherein the process action of displaying said one or more peripheral GUI elements so as to have an appearance that is designed to not distract a user from the content of the window, comprises an action of displaying a peripheral GUI element comprising lettering and/or graphic items with said lettering and/or graphic items dimmed such that the brightness of said items is lower in comparison to the color employed when displaying the same lettering and/or graphic items in said a~~

second appearance mode; and

displaying one or more of the peripheral GUI elements in the second appearance mode when the window is displayed with a less-than-maximized size within the display screen, wherein the second appearance mode is substantially different from the first appearance mode.

10. (currently amended) In a computer system having a user interface including a display with a display screen, a multiple-mode window presentation process comprising process actions for:

displaying one or more peripheral graphic user interface (GUI) elements in a first appearance mode having an appearance that is designed to not distract a user from the content of the window when a window displayed on the display screen is maximized, comprising The process of Claim 3, wherein the process action of displaying said one or more peripheral GUI elements so as to have an appearance that is designed to not distract a user from the content of the window, comprises an action of displaying a peripheral GUI element comprising control buttons and/or indicator bars with said control buttons and/or indicator bars in a color that reduces the distractive effect of the element on a user in comparison to the color employed when displaying the same control buttons and/or indicator bars in said a second appearance mode; and

displaying one or more of the peripheral GUI elements in the second appearance mode when the window is displayed with a less-than-maximized size within the display screen, wherein the second appearance mode is substantially different from the first appearance mode.

11. (original) The process of Claim 10, wherein said color of the control buttons and/or indicator bars that reduces the distractive effect of the peripheral GUI element on the user is gray.

12 (currently amended). In a computer system having a user interface including a display with a display screen, a multiple-mode window presentation

process comprising process actions for:

displaying one or more peripheral graphic user interface (GUI) elements in a first appearance mode when a window displayed on the display screen is maximized
The process of Claim 1, wherein said one or more peripheral GUI elements comprises a frame displayed around the periphery of the window having a title bar disposed across the top of the window, and wherein the process action of displaying said one or more peripheral GUI elements so as to have an appearance that is designed to not distract a user from the content of the window, comprises an action of displaying just the title bar and eliminating all other portions of the frame; and

displaying one or more of the peripheral GUI elements in a second appearance mode when the window is displayed with a less-than-maximized size within the display screen, wherein the second appearance mode is substantially different from the first appearance mode.

13-20. (cancelled)

21. (original) A computer-implemented process for managing the presentation of windows on the display screen of a computing device, comprising process actions for:

displaying at least one peripheral graphic user interface (GUI) element so as to exhibit an appearance designed to attract the attention of a user when a window displayed on the display screen is displayed with a less-than-maximized size within the display screen, said appearance being one that makes the at least one peripheral GUI element appear to have a prescribed degree of transparency so that items displayed underneath the element can be seen through the element; and

whenever the window is maximized within the display screen, displaying at least one of the peripheral GUI elements with a de-emphasized appearance which in comparison to the appearance thereof when the window is displayed with a less-than-maximized size avoids distracting users as much from

the content of the window, wherein the de-emphasized appearance comprises a substantially opaque look and a black background color.

22. (original) A window presentation management system, comprising:
a general purpose computing device comprising a display screen;
and

a computer program comprising program modules executable by the computing device, wherein the computing device is directed by the program modules of the computer program to,

display at least one peripheral graphic user interface (GUI) element so as to exhibit an appearance designed to attract the attention of a user when a window also displayed on the display screen is displayed with a less-than-maximized size within the display screen, wherein said appearance comprises exhibiting a prescribed degree of transparency such that items displayed underneath the at least one element can be seen through the element to an extent dictated by the degree of transparency.

display one or more of the peripheral GUI elements so as to exhibit a non-distracting appearance when the window is maximized, thereby concentrating a user's attention on the content of the window, wherein said non-distracting appearance comprises exhibiting a degree of transparency that is at least substantially reduced in comparison to said prescribed degree of transparency.

23. (cancelled)